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COMMODORE ANNOUNCES SIX NEW
ADVENTURE GAMES FOR COMMODORE 64

WEST CHESTER, PA (June 5, 1983) -- Commodore Software, the software division of Commodore Business Machines, Inc., today announced six new adventure games for the COMMODORE 64 (TM) color computer. The announcement was made by Sig Hartmann, president of Commodore Software.

The new games include:

ZORK I: THE GREAT UNDERGROUND EMPIRE
ZORK II: THE WIZARD OF FROBOZZ
ZORK III: THE DUNGEON MASTER
DEADLINE
STARCROSS
SUSPENDED

Sig Hartmann, president of Commodore Software, said: "These games include some of the best-selling adventure games in the industry. The ZORK series has been extremely popular and we believe it will be even more popular on the COMMODORE 64."

"Our research shows that the game-playing public wants more challenging games, games that make you think and analyze and make decisions...this excellent adventure series meets that need."

Hartmann said the games, which were developed by INFOCOM, Inc. (TM), have a suggested retail price of \$29.95 each. First deliveries will begin during June.

The ZORK Trilogy

The "Zork Trilogy" for the COMMODORE 64 was developed using INFOCOM's proprietary "INTERLOGIC" (TM) computer language. Each game contains a vocabulary of over 600 words. The player uses word commands to take various actions during the game.

ZORK I:THE GREAT UNDERGROUND EMPIRE -- the object is to strive to discover the Twenty Treasures of ZORK and escape with them and your life.

ZORK II:THE WIZARD OF FROBOZZ -- the quest continues, with new challenges introduced by the Wizard of Frobozz, a new character to confound your quest.

ZORK III:THE DUNGEON MASTER -- is your final test, culminating in an encounter with the Dungeon Master.

DEADLINE, STARCROSS AND SUSPENDED

The other adventure games in the series lead the player through more strange worlds of challenge, each with a different theme:

DEADLINE -- you have a 12-hour time limit to solve one of the most baffling cases in the annals of criminology. Game Kit includes an actual dossier on the crime...the player must piece together the clues encountered during the adventure.

STARCROSS -- a mindbending science fiction adventure set in the year 2186. You meet a challenge issued eons ago...manual and navigation chart included.

SUSPENDED -- you're in "suspended animation." Working through 6 robots, each equipped with different capabilities, you try to solve a twisting puzzle of problems. The game comes with a detailed manual and schematic of the underground complex which is your "domain."

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